



DIPLOMANIA Supplement - - - - - Issue Number Seven
Editor and Publisher: Don Miller - - - - - 2 February 1967
Postal Diplomacy Games DAA, BB, CA, DD, EE, FF, GA, HG, IH, JI, and DKJ - - THIS is war??

ALL GAMES

The Players -- As published in DIPSOMANIA #5, and amended in #'s 5 and 6, with additional addenda and corrigenda as follows:

- Brannan, Charles (CoA) -- 3044A Telegraph, Berkeley, Calif., 94705
 - Carey, Chuck -- FF -- 2002 Westfield, Alexandria, Va., 22308 (780-2919)
 - Brooks, Richard -- Add KJ.
 - Gemignani, Margaret (temporary CoA) -- Continental Apts., 4533 Poincianna St.,
Lauderdale-by-the-Sea, Fla., 33308 (until March 4); also, add KJ.
 - Huff, Alan -- Add KJ.
 - Latimer, Jim -- Add KJ; also add phone numbers 689-9403 and 689-9412.
 - Lebling, David -- Add KJ.
 - Muhlhauser -- Add KJ; also CoA -- 5918 3rd St. South, Arlington, Va., 22204
(671-0074)
 - Reinsel, Charles -- Delete entire entry; out of game DFF.
 - Sanders, James -- Add KJ.
- There were also some changes in the rosters of the Games of Anonymity.

Replacement Players -- DBB: Hoheisel; DEE: Latimer; DHG: Lebling; DIH: Carey; we also have players for DCA and DJI. Stand-by replacement players are urgently needed for games DCA, DDD, DFF, and DKJ. Replacement players in the following games please send moves for the next season: DBB (for FRANCE); DCA (for GERMANY); DGA (for ITALY); DHG (for GERMANY); DIH (for all countries, as it is the first move of the game); DJI (for all countries, as it is the first move of the game). In addition, anyone interested is invited to send in replacement moves for one or more of the following: DAA (ITALY); DDD (GERMANY); DFF (TURKEY); DKJ (for all countries, as it is the first move of the game). If any of the players in the above games and countries miss this next time, your moves will be used and you'll be permanently in game.

The Gamesmasters -- For all games but DHG, Don Miller, 12315 Judson Rd., Wheaton, Md., 20906 (ph. 301-933-5417; call after 7:30 p.m., but before 11:00 p.m., on weekdays except Fridays); for game DHG, Terry Kuch is Guest-Gamesmaster (2323 Nebraska Ave., N.W., Wash., D.C., 20016; ph. 244-8946).

DJI (Cont. from page 10) --

8. There shall be a WINTER, 1900 building season preceding the SPRING, 1901 moves; players must send orders for all supply centers in their countries.

Deadline for WINTER, 1900 builds, prop., and fees -- Noon, Wed., March 8, 1967

DKJ ("Lebling Variant") -- Players are Sanders (A-H), Muhlhauser (ENG), R. Brooks (FRA), Gemignani (GER), Huff (ITA), Latimer (RUS), Lebling (TUR). Rules and Board are same as in Regular Diplomacy (see rules for PFC in DIPLOPHOBIA #1), with exceptions that neutral supply centers have standing armies in them at start of game, and there will be a WINTER, 1900 building season, in which orders for all supply centers must be submitted by countries playing them. Deadline for WINTER, 1900 builds, prop., and fees (Sanders, Gemignani, Huff, \$1 ea.) -- Noon, Wed., Mar. 8.

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DAA ("Game of Anonymity #1")

The Players, Board and Rules -- See DIPSOMANIA #'s 1 and 6.

AUTUMN, 1903 Retreat ---

GER -- A Mun (R) Warsaw (impossible, as two provinces do not border on each other; retreating A Munich is removed from board by GM).

RUS -- A Sev (R) Mos.

WINTER, 1903 Builds/Removals --

ENG -- (B) F Lvp; FRA -- (B) F Mar; ITA -- No orders rec'd; RUS -- (R) F Fin;

TUR -- (B) F Smy; (B) A Con.

Error in DIPSOMANIA #6 --- Under "Supply Centers held . . .", change "(remove one unit)" opposite A-H to "(stands pat; one unit was destroyed in battle FALL, 1903)".

Propaganda --

Germany -- To Russia with Love: Tsar Vladimir III doesn't know how to keep his word. He can't even read.

Germany -- Nothing for nothing.

Germany -- Germany will be your friend, France, but never will Russia be your friend.

Germany -- England: If you want Russia destroyed, Germany is glad to help.

Paris -- His Majesty Louis the Last is incredulous over the Italian situation -- why should Rome, just entered into a struggle with the powerful Turks, threaten the powerful French? And with one army only? There can be only one answer: the Piedmontese Army are really deserters, come to plead for asylum. We will welcome them with open prisons. Louis has made his peace with Jean Daine (thus easing the internal political situation of France), and has made him a Marshal of the Kingdom, with responsibility for the defense of Southern France. Marshal Daine has been given a fleet, and orders not to attack unless he is himself attacked.

Cannes -- Marshal Daine today sent word to the Turks that if Italy continues its reckless course in the west, France will be pleased to unite with the Turks in crushing Italy.

Paris -- London: I see your point. However, for the safety of our possessions in the low countries, we must keep you out of the Channel. We pledge to realign our forces in the spring to ease the situation somewhat, but we cannot accede to your request. Trust us. We have no designs on England while certain other countries pose much more serious threats that you do.

St. Petersburg -- Tsar Vladimir III overthrown! Alexis I stages a comeback! Again, the rule of Russia changes hands. Alexis I, who was presumed to have drowned when he fell overboard from a steamer on the Volga, has returned. Gathering a following of loyalists, he was able to restore himself to the position of Tsar. He revealed that it was not a reaction to German military movements that caused his seizure of vertigo and made him fall overboard, but the hand of Alexis II, eager for power. Vladimir III managed to disappear in the confusion and his whereabouts remain unknown. It is known, however, that in his brief reign as Tsar he endeared himself to the common people and a secret, fanatical group of young peasants has been formed to restore him. They call themselves the "Red Gourds".

In his first public announcement of policy, Alexis made it clear that the animosity which had been exhibited to England by Alexis II, and furthered by Vladimir III, would cease. He recognized the English sovereignty over Norway, and offered his deepest apologies for what had occurred. He pleaded for peace with the English. He pointed out that Russia is not the strongest power in Europe; recent statistics proved that. The Tsar wants to restore the friendship that once had been.

He announced his good wishes to all powers of Europe except Germany, which is being conquered for affronts to the Russian nation, and to Turkey, which has betrayed the policies long held by the former Turkish ruler. He pleaded with the Italians for aid against the menace. "Serbia will fall to the Italians -- Russia will see to that," said the Tsar. "We would like the territory of Rumania restored. That is all we ask. We see no reason why the Italians should cease their war against Turkey."

St. Petersburg -- Curse all replacement players! Down with boobery in replacement players!!

Positions at end of WINTER, 1903 --

A-H: A Ser (1); ENG: A Nwy; F's Lvp, Lon, NtS (4); FRA: A's Bel, Bur, Ruh; F's ECh, Mar, Mid (6); GER: A Hol; F Den; possibly A or F in Kie (2 or 3); See GM Notes, below; ITA: A's Bud, Vie, Alb, Pie; F's Ion, Gre (6); RUS: A's Mos, Gal, StP, Ber, Mun, Swe (6); TUR: A's Con, Rum, Sev; F's Aeg, Bla, Smy (6).

GM Notes -- GERMANY's failure to retreat in the AUTUMN of 1903 left him one unit short. As retreats occur before builds, this entitles him to a build. As he was unaware that his retreat would be disallowed, he submitted no WINTER build orders. The GM will therefore allow GERMANY to submit a WINTER build order along with his SPRING, 1904 move orders, if he so desires, and requests the other players to submit their SPRING, 1904 move orders conditionally upon: 1/ whether or not GERMANY does submit such an order, and 2/ whether GERMANY builds an Army or a Fleet; please note, GERMANY, that the only place in which such a build could be made is Kiel.

DEADLINE for WINTER, 1903 build and SPRING, 1904 moves (build for GERMANY only; moves for all players) -- Noon, Thursday, February 16, 1967.

DBB ("Economic Diplomacy I")

The Players, Board and Rules -- See DIPSOMANIA #'s 1, 4, 5, and 6.

WINTER, 1902 Builds/Removals --

A-H (Lebling) -- No orders received; "bank" forecloses on A Bud, A Tyo, A Alb, F Adr.

ENG (Huff) -- Build F in Lon.

FRA (Cline) -- No orders received.

ITA (Shagrin) -- (B) F Nap; (B) F Rom.

RUS (Kuch) -- (B) F StP(NG); 20 Roubles foreign exchange to TURKEY.

TUR (Clark) -- (B) F Smy; 20 Piastres foreign trade to RUSSIA.

Financial Situation at end of WINTER, 1902 --

Country	On hand at start of WINTER	Construction costs	Income from selling units to "bank"	Foreign trade	On hand at end of WINTER
A-H	-49 crowns	-	/60	-	/11 crowns
ENG	/43 pounds	-19	-	-	/24 pounds
FRA	/80 francs	-	-	-	/80 francs
GER	/49 marks	-	-	-	/49 marks
ITA	/72 lire	-38	-	-	/34 lire
RUS	/44 roubles	-19	-	/10	/35 roubles
TUR	/45 piastres	-19	-	/10	/36 piastres

Note that the 10 roubles and 10 piastres extra income are gained by Turkey and Russia as a result of the 1/2 foreign trade bonus from the "bank". Also note that this "foreign trade" bonus will be cancelled at the conclusion of WINTER, 1903.

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Errors in DIPSOMANIA #6 -- Under "Supply Centers held . . .", opposite GER, change "Den" to "Dey", and number of centers held from "(3)" to "(2)"; also delete everything following "(stands pat", and add ")" after "pat". Opposite ENG, add "Den", and change number of centers held from "(4)" to "(5)"; also add "(may build one unit)". Opposite A-H, change "Zyd" to "Bud". Opposite ENG, under "Financial Situation . . .", change "460" to "480", and "423 pounds" to "443 pounds".

Positions at end of WINTER, 1902 --

A-H: No units on board, but still in game, as he has both one supply center and 11 crowns; ENG: A Den; F's EnC, Iri, Lon, NtS (5); FRA: A's Bur, Pic, Spa, Ruh; F Bel (5); GER: A Kie; F Hel (2); ITA: A's Tri, Ven, Vie; F's Nap, Rom, Tun (6); RUS: A's Ukr, Sil, Ber, Swe; F's Rum, Bot, StP(NC) (7); TUR: A's Bul, Con, Ser; F's Gre, Ion, Smy (6).

Propaganda --

Berlin -- "It's hardly right
to give the fight;
To the Dog; with
the biggest Bite!" --Wilson

Buda -- Anyone want to sell us an army? Half an army? Two overage cooks?

Pest -- Emperor Charles has decided to flee the country with the national treasury. He is contemplating using it to buy enough counterfeiting materials to flood the continent with perfect 10,000-lire and 10,000-piaster notes. But those who know him well are convinced that he will not do such a dastardly thing -- they are sure he will merely buy somebody off to attack Italy or Turkey.

Pest -- The Government of Austria-Hungary officially transfers its 11-crown treasury to whatever nation its former emperor will be playing in DIH . . .

Italy -- Turkey: Get out of the Ionian or Dudley Doright will make a footstool out of the "Ottoman" Empire.

Italy -- France: Let's be friendly -- don't keep a fleet in the Mediterranean.

St. Petersburg -- In order to blow down the houses of Parliament, one must Huff and Puff. Let's everybody Puff at Huff.

GM Notes -- Since no objections were raised to our suggestion in the last issue of DIPSOMANIA, the following additional rule should be added to those in issue #1:

17. Although a player cannot build a new unit unless he has more supply centers than units on the board, he does not have to remove a unit if he loses a supply center unless he is economically unable to sustain all of his units.

Deadline for SPRING, 1903 moves and propaganda -- Noon, Thursday, Feb. 16.

DCA ("Game of Anonymity #2")

The Players, Board and Rules -- See DIPSOMANIA #'s 1, 2, 5, and 6.

WINTER, 1902 builds and AUTUMN, 1902 retreats --

A-H -- Build A Bud; ENG -- (B) A Edi; FRA -- No orders received; retreating A Tyo is removed from board by GM; GER -- No orders received; retreating A Ber is removed from board by GM; RUS -- (B) A War.

Positions at end of WINTER, 1902 --

A-H: A's Bul, Ser, Tri, Vie, Bud; F Gre (6); ENG: A's Edi, Swe; F's EnC, NtS, Nwg (5); FRA: A's Bur, Mar, Mun; F Spa(SC) (4); GER: A Bel; F Den (2); ITA -- A's Tyo, Ven, Pie; F Ion (4); RUS: A's Mos, War, Ber; F's Bar, Bal (5); TUR: A's Con, Sev; F's Aeg, Bla (4).

Propaganda --

Austria -- Turkey: In view of recent developments in the Balkans, namely my unexpected success, I retract my offers as to Turkish control of Bulgaria and Rumania. I am still willing to reach some kind of agreement, however, and will respect your present borders if you can offer me something. I'm not a Polack lover, but I would be willing to help you against Russia if I got Warsaw in return.

Austria -- Russia: How would you like Sevastopol back? We can arrange it.

Austria -- Italy: Give me back the Emperor's mother-in-law. The Emperor has decided to send her to the Sultan for his harem.

Austria -- Everybody: I had absolutely no idea Italy was going to support my unit in Greece.

London -- Sir Humphrey Broadman wishes to inform the French if they would only support the English Channel fleet to Belgium, the Channel would be neutralized. "It looks as though Italy has turned hostile to you, France, so why not do something for us? Rather than having that army in Burgundy grow fat from inactivity, why not give it some action? Surely, you want England to remain friendly?"

Turkey -- Austria: What about that little deal you wanted? Do I go against Russia or not? I need Bulgaria for the unit it will give, and I never asked for Rumania. I think your generals in the field should pay a little more attention to orders from the General Staff, or can't the generals read?

No source given -- Jay Haldeman does!

Deadline for SPRING, 1903 moves and propaganda -- Noon, Thursday, February 16.

DDD ("Twin-Earths Diplomacy")

The Players, Board and Rules -- See DIPSOMANIA #1.

WINTER, 1902 builds/removals --

A-H (Gemignani): No orders received; Gamesmaster removes A Boh II and A Sil I; ENG (Lebling): (B) F Edi II; FRA (Latimer): None; GER (Bounds): No orders rec'd; ITA (Hoheisel): None; RUS (Sanders): (B) A War I; (B) A War II; (B) F StP(NG) I; (B) A StP II; TUR (Huff): (B) F Smy II; (B) A Con I; (B) A Con II.

Positions at end of WINTER, 1902 --

A-H: F's Adr I, TunII; A SerI (3); ENG: A BelI; F's EnCI, NtSI, HolI, BelII, EdiII, LonII, NtSII (8); FRA: A's BurI, PieI, PorI, ParII, BurII, PorII; F's Spa(SC)I, LyoI, Spa(SC)II, TynII (10); GER: A's Kiel, MunI, HolI, Kiel, RuhII, MunII, HolIII; F's DenI, DenII, SweII (10); ITA: A's TriI, TusI, RomI; F's WMeI, IonI, WMeII, NAFII (7); RUS: A's WarI, UkrI, BudI, VieI, MosI, StPII, WarII, UkrII, BudII, VieII; F's SevI, StP(NG)I, NwyI, SevII, NwyII (15); TUR: A's ConI, ArmI, ConII, AnkII, SerII, TriII; F's GreI, BlaI, Bul(SC)I, RumII, BlaII, SmyII, AlbII (13).

Propaganda --

Berlin A -- The Kaiser officially dedicated this city, the new capital of the German Empire. It is believed that the Kaiser who did the dedication was the Kaiser of I, as he had his right arm in a sling (a souvenir of the latest duel between the two Kaisers). During his speech, he expressed the hope that no more Germanies would be found by the Transporter expeditions. "Avter all, it iss very difficult du haf ein vair three way duel, nicht wahr?"

London A -- Lord Salisbury, in a speech before Parliament, announced that the army routed in the German Westlands last fall was not destroyed or captured, but that the transporters carried them safely away from the advancing German armies. "Unfortunately," he noted, "the army seems to have disappeared completely." The agents of Scotland Yard are looking for the technician who set the destination control of the Bonn Transporter.

Italy --- Boy! Does this game stink!

Geneve I -- The rumor is going around the city that M. Henri Gerrault, the inventor of the transporter, instead of attempting to render the transporters of the warring powers inoperable, has undertaken to improve them to the point that they will shorten the war by 75%. But looking at the last season's maneuvers, they cannot decide who he is helping. There are few sensible rumors concerning the strange package Gerrault was carrying when seen in Lemberg. "His lunch?", suggested M. Vaucluse-Peyrane, of Transport, Inc.

Deadline for SPRING, 1903 moves and propaganda -- Noon, Thurs., February 16.

DEE ("Game of Chaos")

The Players, Board and Rules -- See DIPSOMANIA #'s 1-4.

AUTUMN, 1902 retreat (Alternate World A) --
ENG (R. Brooks) (by Lebling) -- F Bel (R) NtS.

WINTER, 1902 builds/removals --
A-H (Hoheisel) (by R. Brooks) -- (B) A Bud; (B) A Vie; ENG (R. Brooks) (by Lebling) -- (R) A Nwy; FRA (Koning) (by Koning) -- (B) A Bre; (B) A Mar; GER (Huff) (by R. Brooks) -- (B) A Ber; ITA (Jay Haldeman) (by Huff) -- (B) F Nap; RUS (Lebling) (by Huff) -- (R) F Fin; TUR (Von Metzke) -- None.

Positions held at end of WINTER, 1901 (Alternate World A) --
A-H: A's War, Bud, Rum, Bul, Tri, Vie; F Aeg (7); ENG: A's Cly, Edi; F's NtS, Nwg (4); FRA: A's Mar, Spa, Bre, Bel; F's Iri, EnC (6); GER: A's Kie, Mun, Boh; F Hol (4); ITA: A's Ven, Rom; F's Nap, Tun (4); RUS: A's Sev, Mos; F Bla (3); TUR: A's Ank, Smy; F EMe (3).

Propaganda --
Vienna -- Keep 'em coming.

The sets of orders submitted for AUTUMN & WINTER, 1902 (Alternate World B) --
A-H (Hoheisel) -- None (invalid; thrown out of drawing).
ENG (R. Brooks) -- ENG: (B) F Lvp; FRA: (R) F Naf, (R) A Bur; GER: (B) A Mun, (B) A Ber, (B) F Kie; RUS: (B) A Sev.
FRA (Koning) -- FRA: (R) A Bur, (R) A Gas; GER: (B) F Kie, (B) F Ber, (B) A Mun; RUS: (B) A War (orders are incomplete, and therefore invalid -- ENG missing).
GER (Huff) -- ENG: (B) F Lon; FRA: (R) A Gas, (R) A Bur; GER: (B) A Mun, (B) A Ber, (B) A Kie; RUS: (B) F Sev.
ITA (Jay Haldeman) -- No orders received.
RUS (Lebling) -- ENG: (B) F Lvp; FRA: (R) A Gas, (R) F Naf; GER: (B) A Kie, (B) A Mun, (B) A Ber; RUS: (B) A Sev.
TUR (Von Metzke) -- ENG: (B) A Lvp; FRA: (R) F Naf, (R) A Gas; GER: (B) F Kie, (B) F Ber, (B) A Mun; RUS: (B) A War.

WINTER, 1902 builds/removals (Alternate World B) --
ENG (R. Brooks) (by R. Brooks) -- (B) F Lvp; FRA (Koning) (by Huff) -- (R) A Gas; (R) A Bur; GER (Huff) (by Lebling) -- (B) A Kie; (B) A Mun; (B) A Ber; RUS (Lebling) (by Von Metzke) -- (B) A War.

Positions at end of WINTER, 1902 --
A-H: A's Gal, Tri, Gre, Boh; F EMe (5); ENG: A Edi; F's Bre, Lvp, Nwg (4); FRA: F Naf (1); GER: A's Kie, Ber, Ruh, Mun; F's Swe, Hol; A Par; ITA: F Nap; A's Tyo, Ven (3); RUS: A's Mos, War, Lvn; F's Rum, StP(SC) (5); TUR: A's Ank, Smy; F Con (3); GER: (7).

Propaganda --

No source given -- Boy! Did I goof!

Deadline for SPRING, 1903 moves and propaganda -- Noon, Thurs., February 16.

DFP ("Nine-Man Diplomacy")

The Players, Board and Rules -- See DIPSOMANIA #'s 1 and 4; CAREY is now playing SCANDINAVIA.

FALL, 1902 moves --

- A-H (Mebane) -- A Ser-Bul; A Rum (S) A Ser-Bul; A Mon-Sal; A Tyo-Ven; A Tri (S)
A Tyo-Ven (Neutral A Bul is dislodged and destroyed).
- FRA (Huff) -- A Alg-Tun; A Mar-Swi; A Bur (S) A Mar-Swi; F Bel (H); F Lyo-Bar
(Neutral A Swi & Insurrection A Tun are dislodged and destroyed).
- GER (Latimer) -- A Brs-Mun; A Pru-Pol; A Ruh (S) F Brm-Hol; F Brm-Hol; F Bal-Kie
(Neutral A Hol is dislodged and destroyed).
- IBE (Hoheisel) -- A Mad-Por; F WMe (C) U.K. A Svl-Alg.
- ITA (Lebling) -- F Tyn-Sar; A Pie (S) A Ven; A Ven (H).
- RUS (Jay Haldeman) -- A's Mos, StP, and F's Rig, Sin stand (no orders rec'd).
- SCA (Carey) -- A Tro-Fin; F Norl (S) A Tro-Fin; F Cly-Edi (IA Fin disl., dest.)
- TUR (Owings) -- A Per and A Arm stand (no orders received).
- U.K. (Muhlhauser) -- F Trp (S) FRA A Alg-Tun; F Nat-Nwg; F Ice (S) F NAT-Nwg;
F Chr (H); A Svl-Alg.

Supply Centers held at end of AUTUMN, 1902 (no AUTUMN retreats) --

- A-H: Bud, Mon, Ser, Trs, Vie, Bul, Rum (may build two units). (7)
 - FRA: ~~Alg~~, Bel, Brt, Mar, Par, Bar, Swi, Tun (may build two units; note that
Cor is still in Partial Insurrection). (7)
 - GER: Ber, Brm, Brl, Mun, Pol, Hol, Kie (may build two units). (7)
 - IBE: ~~Sax~~, Mad, Por (stands pat). (2)
 - ITA: Nap, Rom, Ven (stands pat; note that Sar is still in PI). (3)
 - RUS: Con, Ode, Mos, Rig, StP, Sin (may build two units; was playing one
unit short during 1902)(note that Svs is still in PI). (6)
 - SCA: ~~Cly~~, Sto, Tro, Edi, Fin (may build one unit; note Den still in PI). (4)
 - TUR: ~~Smy~~, Smy, Per (stands pat; note that Can is still in PI). (2)
 - UK: ~~Ice~~, Egy, Lon, Lvp, Svl, Alg, Chr, Ice (may build two units; note that
Ire is still in PI). (7)
- Neutral centers remaining: Gre. (1)

Propaganda --

Berlin -- We wish to thank the Italians for not retreating into Munich although it was undefended. We also wish to thank France for the support we asked for into Holland. Hiss!!

Rome -- Sniff . . . Don't we have any friends? . . . Sniff . . .

Deadline for SPRING, 1903 moves and propaganda -- Noon, Thurs., Feb. 16.

DGA ("Game of Anonymity #3")

The Players, Board and Rules -- See DIPSOMANIA #'s 2 and 5; new player in TURKEY.

FALL, 1901 moves --

- A-H -- A Ser (S) F Alb-Gre; F Alb-Gre; A Vie-Bud.
- ENG -- F Nwg-Nwy; A Yor-Den; F NtS (C) A Yor-Den.

FRA --- F Mid-Por; A Bur-Mun; A Spa (H).
 GER --- A Kie-Mun; A Ruh-Bel; F Hol (S) A Ruh-Bel.
 ITA --- A's Apu and Venice, and F Ion stand (no orders received).
 RUS --- F Bot-Swe; F Sev-Bla; A Ukr-Rum; A Gal (S) A Ukr-Rum.
 TUR --- A Bul-Rum; A Con-Bul; F Ank-Bla.

Supply Centers held at end of AUTUMN, 1901 (there were no AUTUMN retreats) --

A-H -- Bud, Tri, Vie, Gre, Ser (may build two units). (5)
 ENG -- Edi, Lvp, Lon, Den, Nwy (may build two units). (5)
 FRA -- Bre, Mar, Par, Por, Spa (may build two units). (5)
 GER -- Ber, Kie, Mun, Bal, Den (may build two units). (5)
 ITA -- Nap, Rom, Ven (stands pat). (3)
 RUS -- Mos, StP, Sev, War, Rum, Swe (may build two units). (6)
 TUR -- Ank, Con, Smy, Bul (may build one unit). (4)

Propaganda --

Austria -- Russia: We are willing to be reasonable if you leave at once.
 Reasonable meaning Ankara, Constantinople, and Bulgaria . . .

France -- England: I'll take Belgium, Munich and Holland if you want Denmark, Kiel (code X-2b) and Berlin, but would prefer Kiel, Belgium, and Munich (Code X-2c). Sorry I didn't get into the propaganda column last time, but I have problems. I have been suggesting that John Campbell 1940 should get a time machine and sue John Campbell 1960 for so long that John Campbell 1966 heard about it. He found the plans for a time machine in ANALOG's slush pile and has gone back in time and wiped out all records of my degrees. So now I'm out of my teaching job until I make up credit for them again. -- John Boardman, ~~7/11/01~~ 9th-grader.

Germany -- England: You get Iberia and Brest, I get everything else (you get Norway and Sweden too, of course). Remember that France-England alliances are notoriously unsuccessful.

Germany -- France: You don't get Belgium (or do you?). If you don't have it now, and want it, come to your senses.

Germany -- No source given: Give it time.

No source given -- Look for new codes, everybody!

Deadline for WINTER, 1901 builds and propaganda -- Noon, Thurs., Feb. 16.

 DHG ("MicroDiplomacy")

The Players, Board and Rules -- See DIPSOMANIA #'s 2-5. Prosnitz now playing RUS.

SPRING, 1902 moves --

A-H (Mühlhauser) -- T Adr (S) A Tri; A Tri (S) CC Vie; C Vie (S) A Tri; C Vie (S) C Bud-Vie; C Bud-Vie; C Bud (S) C Bud-Vie; C Ser (S) C Bud; C Ser (S) TT Alb-Gre; TT Alb-Gre.

ENG (Hufi) -- TT Nwg-Cly; A Nwy-Bel; F NtS (C) A Nwy-Bel; T Nwg-Nat.

FRA (Clark) -- T Wal (S) F Bre-EnC; T EnC-Mid; F Bre-EnC; T Por-Spa(SC); TT Mar-Lyo; T Mar (S) CC Tus-Pie; CC Tus-Pie; C Spa-Gas; C Bur-Ruh; C Bel (S) C Bur-Ruh (C Bel dislodged, must retreat); C Pic-Bel; CC Par-Bur; C Par-Pic.

GER (Owings) -- C Mun, C Ruh, C Kie, T Hol, CCC Ber, C Pru, C Sil, C Boh, T Hel, and T Den all stand (no orders rec'd) (C Mun dislodged and must retreat).

ITA (Latimer) -- A Ven (S) A Rom-Tus; A Rom-Tus; A Tyo-Mun; F Nap-Tyn; T Tun-WMe; TT Gre-Ion.

RUS (Prosnitz) -- A Mos-Sev; CC War (H); CC Gal-Rum; C Ukr-Rum; C StP (H); T Swe (H); T Bal (S) T Swe; T Bot (S) C StP.

TUR (Hoheisel) -- A Ank-Arm; A Bul-Rum; A Con-Bul; TT Bla (S) A Bul-Rum; T Bla (S) A Sev; A Sev (S) A Bul-Rum.

Propaganda --

Ankara -- Moscow: Though we tried contacting you previously, we have decided to deliver the message personally, in Moscow.

Nice (our Winter Capital) -- England: Relax, the Evans portion of my ancestry originated in Wales; that task force is merely engaged in genealogical research.

Nice -- Italy: Sorry about that CC probe into Tuscany -- one has to discover who is willing to ally. On to Austria!

Rome -- Total, unequivocal, absolute war is declared on the French. Meet you in Paris, John Bull.

Error in DIPSOMANIA #6 -- Under "WINTER, 1901 builds", change "(B) A Lon" to "(B) A Con" for TUR; under "Positions . . .", opp. TUR, change "CCC Arm" to "CCC Sev".

Deadline for SUMMER, 1902 retreats (FRA: C Bel; GER: C Mun) and FALL, 1902 moves and propaganda -- Noon, Tuesday, Nov. 14; remember to send them to Terry Kuch, who is now Gamesmastering this game again.

DIH ("Economic Diplomacy II")

The Players -- A-H: Shagrin; ENG: Lebling; FRA: Pournelle; GER: Hoheisel; ITA: Brannan; RUS: Muhlhauser; TUR: Huff. Brannan, Pournelle, and Shagrin owe \$1 fees.

The Rules and Board -- All but Pournelle voted; results are as follows: Question #1, 6-0; #2, 4-2; #3, 6-0; #4, 3-3; #5, 5-1; #6, 6-0; #7, only one suggestion: Neutral A and supply center in Switzerland; also, DBB funds may not be used in DIH. The rules for this game are the same as those in DBB (see DIPSOMANIA #1), with the following changes and additional rules:

9. Each player starts the game with 15 chips.

14. Economic resources may be transferred from player to player under any conditions mutually agreed to by them; such transfers must be reported individually to the Gamesmaster by the players involved. If one player reports such a transfer and the other does not, then the one making the report will be the only one of the two from whose account chips will be deducted (and transferred to the account of the other player); no enforcement of a promise to pay is provided for in the rules. If such a transfer is specified as "foreign trade", the player(s) on the receiving end will receive 1 chip from the "bank" for each 3 chips received, with a maximum of 3 chips payable in any one transaction.

17. Game will begin with a WINTER, 1900 building season, during which players must submit build orders for all provinces, regardless of whether they have a choice of what unit to build or not (i.e., orders must be submitted for land-locked provinces, even though there is no choice as to what may be built there).

18. Economics are not figured until SPRING, 1901, so WINTER, 1900 builds cost nothing; but fail to build in WINTER, 1900, and it will cost you next time around.

19. At start of game, there are Neutral armies standing in all Neutral supply centers; they may only be dislodged (and destroyed) by an attack with support, and may themselves be supported by any of the players.

20. The first player to enter (or attempt to enter) a neutral land-province which does not have a supply center will be penalized one chip (this rule applies to each of the neutral non-supply-center provinces).

21. Each time a supply-center province is involved in a battle (i.e., is attacked), the "pay-off" capacity of that center for whoever occupies it at the end of the year will be reduced by two chips for each battle which took place in the center during that year. "Rebuilding" occurs at the rate of one chip per season during which a battle did not take place in a center, up to the maximum amount of pay-off value as stated in the rules (20 or 22). "Economic devastation" and "rebuilding" values are figured at end of each AUTUMN season, at time supply center pay-offs are made.

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GM Notes -- Unless at least four of you write in and ask that Switzerland be made a supply center with Neutral Army, we are going to keep Switzerland as is for this game. It may be necessary to make some adjustment in the pay-off rates -- perhaps to widen the gap between pay-off and maintenance costs. The GM will do this, if necessary, during the first three or four years (once only, if at all possible), in accordance with rule #15. Suggestions from players and observers concerning the rates are welcome at any time.

Deadline for WINTER, 1900 builds, game-fees, and propaganda -- ^{March 7 Wed.} ~~Thurs, Feb. 16, Noon.~~

DJI ("3x3 Team Game with Wild-Card Player II")

The Players -- Team A: ENG: Edinburgh, Egypt, Ireland, Liverpool, London; FRA: Algeria, Brest, Corsica, Marseilles, Paris; ITA: Naples, Rome, Sardinia, Venice; Team B: A-H: Budapest, Montenegro, Trieste, Vienna; RUS: Moscow, Odessa, Riga, St. Petersburg, Sevastopol; TUR: Candia, Constantinople, Sinope, Smyrna; Wild-Card Player: GER: Berlin, Bremen, Breslau, Kiel, Munich, Prussia, Ruhr. All players will be anonymous except for members of the same team.

The Board and Rules: As can be seen from the above listing, voting on the questions raised in DIPLOPHOBIA #6 was as follows: #1, 4 for 9-man board and 1 for 7-man; #2, 3 for own team only, and two for both teams; #3, only suggestion made was that of initial choice of builds, which we accept and will include in the rules. The board to be used, therefore, is the 9-man board, as printed in DIPSOMANIA #1 with corrections as noted in DIPSOMANIA #1 and with, in addition, German supply centers in Prussia and Ruhr. The rules are the same as for Regular Diplomacy, with the following additions/changes:

1. Each team shall have a captain.
2. Players should send their moves to their captain as far in advance of the DIPSOMANIA deadline as possible, to give the captain the opportunity to review the moves and contact his players with respect to any changes he feels should be made.
3. The captains shall send the moves for their teams to the GM in the same envelope. All moves and changes to moves received by the GM should be signed by the individual players.
4. In an emergency, a player may send his moves in directly to the GM. However, he should send a carbon copy (or make a second call) to his team captain, informing him of the moves (or the changes to a previous set of moves), that he is making. In this event, the captain may veto or change the player's moves without the consent of the player.
5. Except as noted in #4, above, the captains may not change the moves of the players on their teams without the consent of the players. All changes made by the captains are subject to verification by the GM from the individual players.
6. The first team to have 36 units on the board at the completion of a Winter season shall be declared the winner. The wild-card player may win by having 28 units on the board at the completion of a Winter season before one of the teams achieves its 36-unit goal.
7. All neutrals shall be armed (i.e., have a standing army in each supply center) at the start of the game. Iberia (Barcelona, Madrid, Portugal, and Seville) and Tunis are "friendly" to team A (i.e., they are "armed" only for team B and the Wild-Card player). Scandinavia (Christiana, Denmark, Stockholm, and Trondjhem), Finland, and Poland are "friendly" to team B (i.e., they are "armed" only for team A and the Wild-Card player). Holland, Belgium, Switzerland, Persia, Iceland, Greece, Rumania, Bulgaria, and Servia are "friendly" to no one (i.e., are "armed" to both teams and to the Wild-Card player). An "armed" neutral may only be overthrown by an attack with at least one support, and may itself be supported in place; if dislodged by an attack with support, the neutral army is destroyed.

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